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Relevan

1 Parallel execution of prolog programs: a survey

Gopal Gupta, Enrico Pontelli, Khayri A.M. Ali, Mats Carlsson, Manuel V. Hermenegildo

July 2001 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 23 Issue 4

Full text available:

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Since the early days of logic programming, researchers in the field realized the potential for exploitation of present in the execution of logic programs. Their high-level nature, the presence of nondeterminism, and the referential transparency, among other characteristics, make logic programs interesting candidates for obtaining speedups through parallel execution. At the same time, the fact that the typical applications of logic programs frequently involve irregular computation ...

Keywords: Automatic parallelization, constraint programming, logic programming, parallelism, prolog

2 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available:

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Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams often used to obtain a better understanding of the execution of the application. The visualization tool we use is event tracer developed at the University of Waterloo. However, these diagrams are often very complex and provide the user with the desired overview of the application. In our experience, such tools display repeated events of non-trivial communication ...

3 Query evaluation techniques for large databases

Goetz Graefe

June 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 2

Full text available:

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Database management systems will continue to manage large data volumes. Thus, efficient algorithms for manipulating large sets and sequences will be required to provide acceptable performance. The advent of object-oriented and extensible database systems will not solve this problem. On the contrary, modern data models must address the problem: In order to manipulate large sets of complex objects as efficiently as today's database system handles simple records, query-processing ...

Keywords: complex query evaluation plans, dynamic query evaluation plans, extensible database systems, object-oriented database systems, operator model of parallelization, parallel algorithms, relational database systems, set-matching algorithms, sort-hash duality

4 Compiler transformations for high-performance computing

David F. Bacon, Susan L. Graham, Oliver J. Sharp

December 1994 **ACM Computing Surveys (CSUR)**, Volume 26 Issue 4

Full text available:  pdf(6.32 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

In the last three decades a large number of compiler transformations for optimizing programs have been implemented. Most optimizations for uniprocessors reduce the number of instructions executed by the program using transformations based on the analysis of scalar quantities and data-flow techniques. In contrast, optimizations for high-performance superscalar, vector, and parallel processors maximize parallelism and memory locality with transformations tracking the properties of ...

Keywords: compilation, dependence analysis, locality, multiprocessors, optimization, parallelism, superscalar processors, vectorization

5 Conception, evolution, and application of functional programming languages

Paul Hudak

September 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 3

Full text available:  pdf(5.19 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The foundations of functional programming languages are examined from both historical and technical perspectives. Their evolution is traced through several critical periods: early work on lambda calculus and combinatory calculi, Iswim, FP, ML, and modern functional languages such as Miranda¹ and Haskell. The fundamental premises of functional programming methodology stands are critically analyzed with respect to philosophical, theoretical, and pragmatic concerns. ...

6 The CLP(R) language and system

Joxan Jaffar, Spiro Michaylov, Peter J. Stuckey, Roland H. C. Yap

May 1992 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 14 Issue 3

Full text available:  pdf(3.73 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The CLP R programming language is defined, its underlying philosophy and programming methodology are explained, important implementation issues are explored in detail, and finally, a prototype interpreter is described. CLP is designed to be an instance of the Constraint Logic Programming Scheme ...

Keywords: constraints, logic programming

7 The family of concurrent logic programming languages

Ehud Shapiro

September 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 3

Full text available:  pdf(9.62 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Concurrent logic languages are high-level programming languages for parallel and distributed systems that range from both known and novel concurrent programming techniques. Being logic programming languages, they inherit many advantages of the abstract logic programming model, including the logical reading of programs and the convenience of representing data structures with logical terms and manipulating them using unification, and the amenability to metaprogramming ...

8 Parallelizing nonnumerical code with selective scheduling and software pipelining

Soo-Mook Moon, Kemal Ebcioğlu

November 1997 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 19 Issue 6

Full text available:  pdf(543.93 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Instruction-level parallelism (ILP) in nonnumerical code is regarded as scarce and hard to exploit due to its inherent irregularity. In this article, we introduce a new code-scheduling technique for irregular ILP called "selective scheduling" used as a component for superscalar and VLIW compilers. Selective scheduling can compute a wide set of instructions across all execution paths based on renaming and forward-substitution and can compute available results ...

Keywords: VLIW, global instruction scheduling, instruction-level parallelism, software pipelining, speculative execution, superscalar

9 Launching the new era

Kazuhiro Fuchi, Robert Kowalski, Koichi Furukawa, Kazunori Ueda, Ken Kahn, Takashi Chikayama, Evan Tick
March 1993 **Communications of the ACM**, Volume 36 Issue 3

Full text available:  pdf(3.45 MB)

Additional Information: [full citation](#), [references](#), [index terms](#), [review](#)

10 Continuous program optimization: A case study

Thomas Kistler, Michael Franz
July 2003 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 25 Issue 4

Full text available:  pdf(877.67 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

Much of the software in everyday operation is not making optimal use of the hardware on which it actually runs. The reasons for this discrepancy are hardware/software mismatches, modularization overheads introduced by engineering considerations, and the inability of systems to adapt to users' behaviors. A solution to these problems is to delay code generation until load time. This is the earliest point at which a piece of software can be fine-tuned to the actual capabilities of the ...

Keywords: Dynamic code generation, continuous program optimization, dynamic reoptimization

11 A structured approach for the definition of the semantics of active databases

Piero Fraternali, Letizia Tanca
December 1995 **ACM Transactions on Database Systems (TODS)**, Volume 20 Issue 4

Full text available:  pdf(4.15 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Active DBMSs couple database technology with rule-based programming to achieve the capability of reacting to database (and possibly external) stimuli, called events. The reactive capabilities of active databases are used in a wide spectrum of applications, including security, view materialization, integrity checking and enforcement, or heterogeneous database integration, which makes this technology very promising for the near future. An active database consists of ...

Keywords: active database systems, database rule processing, events, fixpoint semantics, rules, semantic

12 Distributed file systems: concepts and examples

Eliezer Levy, Abraham Silberschatz
December 1990 **ACM Computing Surveys (CSUR)**, Volume 22 Issue 4

Full text available:  pdf(5.33 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

The purpose of a distributed file system (DFS) is to allow users of physically distributed computers to share storage resources by using a common file system. A typical configuration for a DFS is a collection of workstations and mainframes connected by a local area network (LAN). A DFS is implemented as part of the operating system running on the connected computers. This paper establishes a viewpoint that emphasizes the dispersed structure and the decentralization of both data and control ...

13 Data caching issues in an information retrieval system

Rafael Alonso, Daniel Barbara, Hector Garcia-Molina
September 1990 **ACM Transactions on Database Systems (TODS)**, Volume 15 Issue 3

Full text available:  pdf(2.11 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Currently, a variety of information retrieval systems are available to potential users.... While in many cases the systems are accessed from personal computers, typically no advantage is taken of the computing resources of the machines (such as local processing and storage). In this paper we explore the possibility of using the user's capabilities to cache data at the user's site. This would improve the response time of user queries albeit at the cost of incurring transmission costs ...

Keywords: cache coherency, data sharing, information retrieval systems

14 Design of a high-performance ATM firewall

Jun Xu, Mukesh Singhal

August 1999 **ACM Transactions on Information and System Security (TISSEC)**, Volume 2 Issue 3

Full text available:  pdf(143.19 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A router-based packet-filtering firewall is an effective way of protecting an enterprise network from unauthenticated users. However, it will not work efficiently in an ATM network because it requires the termination of end-to-end AT connections at a packet-filtering router, which incurs huge overhead of SAR (Segmentation and Reassembly). Various approaches to this problem have been proposed in the literature, and none is completely satisfactory. In this paper, we present the hardware design ...

Keywords: TCP/IP, asynchronous transfer mode, firewall, packet filtering, switch architecture

15 System-level power optimization: techniques and tools

Luca Benini, Giovanni de Micheli

April 2000 **ACM Transactions on Design Automation of Electronic Systems (TODAES)**, Volume 5 Issue 2

Full text available:  pdf(385.22 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This tutorial surveys design methods for energy-efficient system-level design. We consider electronic systems of a hardware platform and software layers. We consider the three major constituents of hardware that consume energy, namely computation, communication, and storage units, and we review methods of reducing their energy consumption. We also study models for analyzing the energy cost of software, and methods for energy-efficient design and compilation. This survey ...

16 Design, implementation and testing of extended and mixed precision BLAS

Xiaoye S. Li, James W. Demmel, David H. Bailey, Greg Henry, Yozo Hida, Jimmy Iskandar, William Kahan, Suhail Anil Kapur, Michael C. Martin, Brandon J. Thompson, Teresa Tung, Daniel J. Yoo

June 2002 **ACM Transactions on Mathematical Software (TOMS)**, Volume 28 Issue 2

Full text available:  pdf(456.84 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This article describes the design rationale, a C implementation, and conformance testing of a subset of the Standard for the BLAS (Basic Linear Algebra Subroutines): Extended and Mixed Precision BLAS. Permitting internal precision and mixed input/output types and precisions allows us to implement some algorithms that are more accurate, and sometimes faster than possible without these features. The new BLAS are challenging to implement and test because there are many more subroutines ...

Keywords: BLAS, double-double arithmetic, extended and mixed precision

17 Experimental evaluation of a generic abstract interpretation algorithm for PROLOG

Baudouin Le Charlier, Pascal Van Hentenryck

January 1994 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 16 Issue 1

Full text available:  pdf(4.18 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Abstract interpretation of PROLOG programs has attracted many researchers in recent years, partly because of the potential for optimization in PROLOG compilers and partly because of the declarative nature of logic programming languages that make them more amenable to optimization than procedural languages. Most of the work, however, has remained at the theoretical level, focusing on the developments of frameworks and the definition of abstract domains. This paper reports our efforts ...

Keywords: PROLOG, abstract interpretation, fixpoint algorithm

18 4.2BSD and 4.3BSD as examples of the UNIX system

John S. Quarterman, Abraham Silberschatz, James L. Peterson

December 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 4

Full text available:  pdf(4.07 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This paper presents an in-depth examination of the 4.2 Berkeley Software Distribution, Virtual VAX-11 Version

(4.2BSD), which is a version of the UNIX Time-Sharing System. There are notes throughout on 4.3BSD, the system from the University of California at Berkeley. We trace the historical development of the UNIX system conception in 1969 until today, and describe the design principles that have guided this development. We then the internal data structures and ...

19 Using certes to infer client response time at the web server

David Olshefski, Jason Nieh, Dakshi Agrawal

February 2004 **ACM Transactions on Computer Systems (TOCS)**, Volume 22 Issue 1

Full text available:  pdf(2.30 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

As businesses continue to grow their World Wide Web presence, it is becoming increasingly vital for them to quantitative measures of the mean client perceived response times of their web services. We present Certes (Client Response Time Estimated by the Server), an online server-based mechanism that allows web servers to estimate client perceived response time, as if measured at the client. Certes is based on a model of TCP that quantifies how connection drops have on mean ...

Keywords: Web server, client perceived response time

20 Hints for computer system design

Butler W. Lampson

October 1983 **ACM SIGOPS Operating Systems Review , Proceedings of the ninth ACM symposium on systems principles**, Volume 17 Issue 5

Full text available:  pdf(1.73 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Experience with the design and implementation of a number of computer systems, and study of many other systems has led to some general hints for system design which are described here. They are illustrated by a number of examples, ranging from hardware such as the Alto and the Dorado to applications programs such as Bravo

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